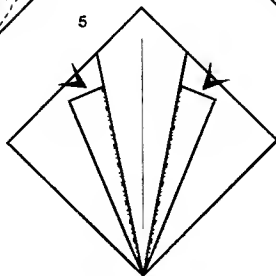
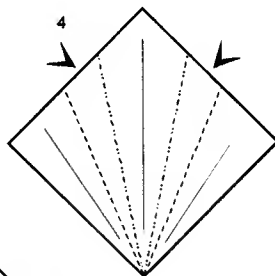
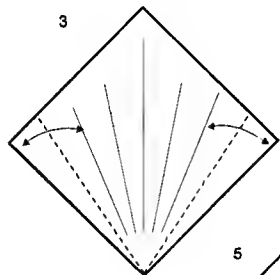
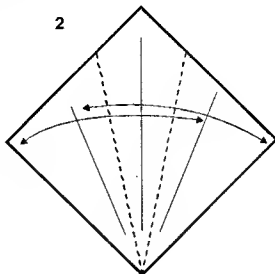
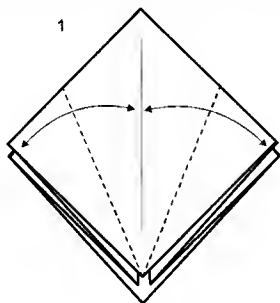
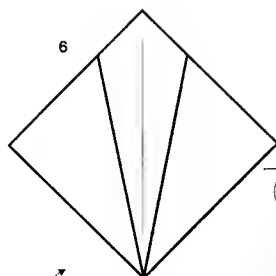


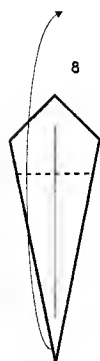
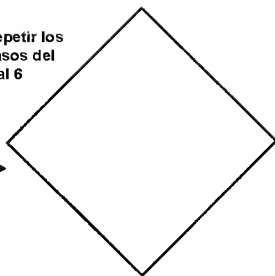
Cisne de Pasquale D'Auria (Italia 1998)

Usar una hoja de color blanco por ambas caras
y comenzar a plegar a partir de la base preliminar.





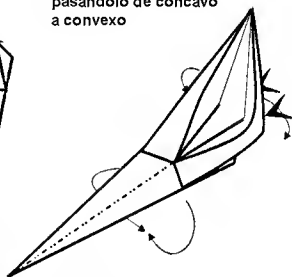
7 Repetir los
pasos del
1 al 6



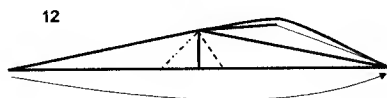
9 Este pliegue dota de
tridimensionalidad
al modelo



10 Invertimos el cuerpo
pasandolo de concavo
a convexo



11 b) Vista desde lo alto, fijarse en la tridimensionalidad



13 Este pliegue da tridimensionalidad al ala



14 Invertimos el ala pasandola de concava a convexa



15 Repetir los pasos 12 a 14 en la otra ala



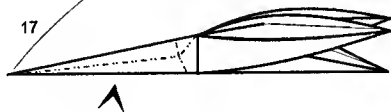
16 b) Vista desde arriba



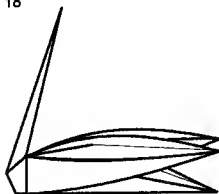
16



17

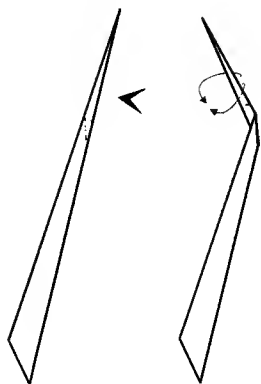


18



19 Cabeza

20



21 Desplegar la parte interna

22

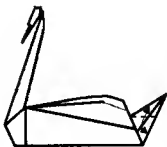
23



24 Cola (para simplificar vemos el modelo sin las alas)

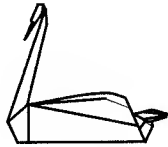
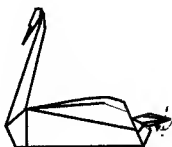
25

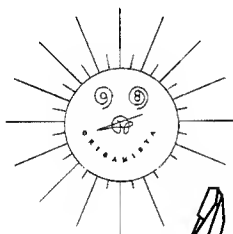
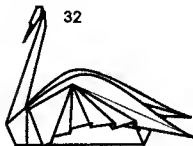
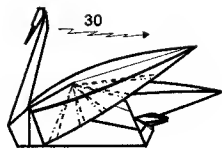
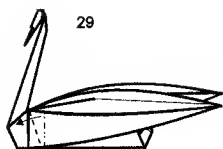
26



27

28





Tener un largo cuello te vuelve elegante, pero cuando esta torcido...

